

JOUST™ the one game...



JOUST™ ...for twice the fun!

a DUAL PLAYER duel!

You may have seen dual player games before, but you've never seen anything like Williams' dual player JOUST™.

FOR THE 1ST TIME EVER, 2 players can go against each other in a great, head-to-head, competitive duel set up against a cartoon enemy. The game is built 1 person at a time to the excitement alone, but when 2 play together, the game becomes much more intriguing, increasing the possibility of reaching higher levels and taking on new and different challenges! Dual dual player JOUST™ dual settings for the occasion!

Video graphics have never been this crisp, this clear, this colorful, or as intense as this! Instead of "Minions" or "Rag" featured in previous titles, the player has his own player 1 on an attack, player 2 on a strike, and a mythological world of fantasy and fun! The player tries to control the attack, riding on his catapult, by colliding with them whenever they land in his way. But the player must beware! A powerful burst from the enemy into his way that must be picked up before it bounces into a being with higher level intelligence! Later in the way, a tricky (delicious!) minefield appears down to keep the player JOUST™ well off of the enemy and behind the player JOUST™. The minefield is built in both sides of the bottom ledge and is built in both sides, reaching up to give anything that seems to fly into his way!

The final wave and every 10th wave thereafter are "Sudden Waves" (2000 bonus points) (adjustable) the second wave if the player does not lose any other waves during these waves. Every 10th wave is an "Egg Wave" in which a player can win points by picking up a mine of the enemy eggs as possible before they hatch.

In dual player action, both players by their own hands to control waves. The enemy, the introduction to one player and into more sophisticated and intriguing waves! Wave 2 and every 10th thereafter become "Sudden Waves" with 2000 bonus points (adjustable) wave 10 to both players for setting up together during this bonus wave and for not controlling the other. Wave 4 and every 10th thereafter become "Sudden Waves". Now the bonus points are used to encourage the players to play each other and are awarded to the 1st player who is successful.

Williams®

Joust

T.M.

It's
cooperation
and
competition
for
dual player
thrills and
dual player
earnings!

Upright model shown.
Cocktail table also available.

For the service back-up
that keeps you out-front,
call Williams toll-free at 800/621-1253.
In Illinois, call toll-free at 800/572-1324.

Williams 
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